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<http://play.chulavistaca.gov>

KICKBALL – SPRING 2015

REGISTRATION DATE

***WALK-IN**

Beginning March 2, 2015; 2:00pm

Ending April 13, 2015

Salt Creek Community Park & Recreation Center
2710 Otay Lakes Road, Chula Vista, CA 91915

Payment by cash, check, VISA, MasterCard, or American Express

YOU WILL NEED A VALID EMAIL ADDRESS

ONLINE

24 hours per day beginning March 2-April 13, 2015; 12:00am

Payment by VISA, MasterCard, or American Express

<http://play.chulavistaca.gov>

YOU WILL NEED A VALID EMAIL ADDRESS

***Walk-In registration will be accepted at the following locations. Please visit www.chulavistaca.gov/rec for hours of operation.**

Salt Creek Community Center (2710 Otay Lakes Rd, 91915)
Monteville Community Center (840 Duncan Ranch Rd, 91915)
Parkway Community Center (373 Park Way, 91910)
Mt San Miguel Community Park (2335 Paseo Veracruz, 91914)

FEES

\$435/team

***If registering online**, there is a non-refundable service charge (\$20.73) charged by the software company for each team registration.

Each team will be required to pay **\$12 cash** to the scorekeeper each game to cover the referee fee. If a team does not have the \$12, the game will be declared a forfeit.

***If a team forfeits**, the forfeiting team must pay a \$24 forfeit fee, to be used to pay the referees, within 2 business days or will be dropped from the league.

LEAGUE START DATE

The Spring 2015 league will begin the week of April 20th, 2015.

AVAILABLE DIVISIONS

Below is an **anticipated** matrix of fields and divisions available for Spring 2015.

	MONDAY	TUESDAY
Mt San Miguel	Coed Kickball	
Monteville		Coed Kickball

All game times and location are subject to change based on final registration numbers.

The Athletics Section reserves the right to modify any rule without notice, move a team from one division to another with notice, and make the final decision on all rulings not associated with the actual game play, in which case, the referee has full authority.

GENERAL INFO

Each manager will be responsible for informing his/her players of the content of this rules packet and will be responsible for the conduct of his/her teams player, and spectators.

Contact from/with the Adult Sports Office will be made primarily through text & email.

INSURANCE

Players are responsible for providing their own insurance.

AWARDS

Champions in each division will receive up to 20 numbered award shirts (Based on roster as of 5th game).

ROSTERS

*****ROSTERS AND SCORESHEETS ARE DIFFERENT FROM EACH OTHER*****

1. Initial rosters must be turned in to staff by the first game. Players **MUST** print their first and last names legibly and sign the rosters for them to be considered valid. Rosters will be available at Parkway, Monteville and Salt Creek before first game.
2. Rosters will have a **maximum of 20 players**. **All additions to the roster must be made on or before the 5th game of the season.**
3. It is **FULLY** the manager's responsibility to make sure all players on his/her team are officially signed onto the roster. If the Athletics staff finds players who are not on the roster, those players may be ejected from the game.
4. **AFTER the 5th game of the season, a team that doesn't have enough players to avoid a forfeit** may elect to play the game with players not on their roster, as long as the opposing manager agrees, and the following criteria are met:
 - a. The team using the players not on the official roster must not have more than 5 players present for their game.
 - b. The player **MUST** complete the blank waiver with the scorekeeper
 - c. Any non-roster players must be removed from the game when there are 5 roster players available.
5. All players must have a valid California ID, driver's license, current student ID, or military ID in case of "roster check"

ROSTER CHECK

"Roster Checks" will be performed immediately on the court. If a team suspects an illegal player, the manager from the protesting team will inform the referee, the scorekeeper, and the opposing manager of a roster check. The team in question must provide ID from the player(s) in question, and the referee will verify the information provided by the manager and player(s) in question with the roster in the scorebook. If the player(s) in question are not on the roster, the illegal players will be ejected from the game and play can continue. If the manager fails to provide a roster, the player(s) in question will automatically be ejected. If the ejected players cause the team to drop below the required amount, the game will be forfeited.

CODE OF CONDUCT

1. The team manager is responsible for his/her own fans. If the team manager cannot control an unruly fan or player, the team could forfeit its game. The referee will warn the manager first before forfeiting the game.
2. Trash talk, taunting, and foul language will not be tolerated. A minimum of a technical foul shall be issued for any infraction, and a maximum of ejection with suspension.

ALCOHOL

1. Any player determined by the referee to be drinking alcohol during the game will be ejected.
2. Any player determined by the referee to be intoxicated will not be allowed to play. If the referee makes the determination that a player is intoxicated during the course of the game, the player will be ejected from the game.

EJECTIONS

1. A player ejected from a game shall leave the court immediately. If a player is ejected for unsportsmanlike behavior, the player will be required to leave the gym and the park (out of sight and sound from the referee and scorekeeper), within 2 minutes. Failure to do so may cause the player's team to forfeit the game. The referee should give a final warning at 1 minute, 30 seconds.
2. A player ejected from a game for unsportsmanlike behavior will face a minimum of one game suspension that will be enforced the following game.
3. A player who is ejected from a game a second time for unsportsmanlike behavior will be ineligible from further participation for the remainder of the season, and possibly face a longer suspension.
4. Any player or fan threatening staff, scorekeeper, or a referee will be banned from our league for a minimum of 1 year.
5. Any player involved in a fight before, during, or after one of our games may face a lifetime ban.
6. Any player receiving two technical fouls in a game is automatically ejected.

PARK REGULATIONS

1. NO GLASS CONTAINERS allowed in any City Parks/Gymnasiums.
2. **Smoking is prohibited in all City Parks.** Players will be subject to ejection if caught smoking in the Park their game is played. This also includes parking lots and restrooms.
3. Children may not be left unattended in City Parks/Gymnasiums.
4. Pets may not be left unattended in City Parks/Gymnasiums.
5. Only players listed on the team roster should be on the team's bench.

STANDINGS

Standings will be posted online and should be available 2 business days after your game.

GAME TIMING

The game clock will begin at the designated game time, according to the schedule, regardless of if the teams are ready to play. There will be no new inning started after 60 minutes. At this point, the umpire will announce, "5 minutes until kill time." If the inning is not complete at this time, the inning will be completed or **the game will end at 65 minutes (kill time)** whichever comes first. If the home team is "at bat" and is ahead in score at 65 minutes, they will be declared the winner. If the score is tied at 65 minutes, the game will end in a tie. If the visiting team is "at bat" and trailing in score when the game ends at 65 minutes, the home team will be declared the winner. If the home team is "at bat", and is trailing in score when the game ends at 65 minutes, the game reverts back to the previous inning. If the visiting team is "at bat" and is ahead in score at 65 minutes, the game reverts back to the previous inning. At the moment of kill time, if the kicker is in the batter's box, or has already received pitches, "kill time" will be called and the current "at-bat" will be completed unless the batter elects **not** to continue the "at-bat". No subsequent "at-bats" will be allowed. If the umpire is late for the game time, the game clock will begin once the umpire is on the field and has started the game time.

"FOR PLAYOFFS" Game times will be 6:15pm, 7:30pm, and 8:45pm. There will be "No New Inning" started after 60 minutes. The inning will be played to its entirety.

RULES

General Rules:

1. Each team has between 11 to 20 players. Teams with less than 13 players may have up to 2 "free agents" added to their roster. "Free agents" are individual players that do not register for a specific team.

2.Only players registered for a team can play for that respective team. Non-team members are NOT allowed to play for a respective team. The only exception is when a team is short of the "Game Eligible" requirement (below) for players, in which the Substitution Rule (below) must be followed.

3.Game Eligible requirement: There must be at least 4 females and a total of 8 players participating at the start time of the game for a team to be "game eligible", otherwise the game will result in a forfeit loss. If both teams have less than 8 players or less than 4 females, then game-on and the game must start at its scheduled time.

4.Substitution Rule: If a team does not have enough registered team members to field a "game eligible" team (as stated in the Game Eligible requirement above), they may make concessions and request their opponent to approve additional players or play an official game with less than the required number of players. The opponent's Team Manager can negotiate any stipulations and MUST APPROVE any request in the presence of an official, else the game is considered a forfeit and can be played for fun. If the opponent agrees to an official game, then that decision cannot be changed later in the game. An example of a concession might be if Team A is short one female then they only play 10 in the field and they have an automatic out at the beginning of their lineup each time they reach that point in their kicking order. Of course, that needs to be agreed by the opponent's Team Manager.

5.Forfeit games result in a 3-0 victory for the non-forfeiting team.

6.No more than 11 players can take the field at one time.

7.There must be at least 4 females playing in the field each inning.

8.Team members are not required to take the field in order to kick.

9.Fielders can be changed between innings.

10.All fielders MUST kick.

11.All fielders and kickers must have footwear, bare-feet are not allowed.

12.The kicking order should be written down and exchanged with the other team.

13.The kicking order cannot change during the course of a game unless agreed by the other team.

14.If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.

16.A referee/ump will be provided for each game.

17.Referees and Field Supervisors are trained and responsible for conducting games in a professional manner, and are empowered at their discretion to give a Warning and/or Eject any player that instigates arguments, foul language and/or flagrant abuse towards the opposing team, referee, field or park.

18.If a game is in progress and the remaining innings are cancelled due to lightning, four (4) innings will constitute a complete game. However, please stay in the area if the referee asks you, as the game may be able to be completed after a time delay. Games in progress will be picked up from where they were suspended. If a team leaves and does not come back as the referee indicated, that team will take a forfeit. If the game is not complete through four (4) innings or did not start, any cancellations will be rescheduled.

Playing Rules:

1.Each game will be 7 innings or one hour in length, whichever comes first. For shortened games due to rain or other externalities, 4 full innings constitutes an official game.

2.If time permits, extra innings will be played for tied games until the tie is broken or an hour is reached. Each team gets a chance to kick in extra innings and receives the same number of Outs.

3.If after 1 hour the game is still tied, the game will be recorded as a tie unless it is a tournament game. In the event of a tournament tie game, a winner must be crowned so the game will complete extra innings until one team wins outright. For tournament game extra

innings, teams will start their at-bat with the next kicker in the lineup on 2nd base, 1 out and each kicker will start with 2 balls on the count. The first team to have a higher run total at the end of a full extra inning wins the game.

4.Each team gets to kick in each inning. Once 3 Outs have been recorded against a team, their "at kick" is over. Once both teams have kicked, the inning is over.

5.The Schedule at the beginning of the game will determine the home and away team. The home team is in the field first and has the last at-bat in the game.

6.Each team's roller rolls the ball to the opposing team's kicker.

7.The Roller must release the ball BEHIND the roller's mound and within two (2) feet on either side of the roller's mound (mirroring the two feet on each side of the home plate strike zone).

8.The Roller CANNOT sidearm or overhand roll the ball when delivering the ball to the kicker.

9.The Roller MUST roll or bounce the ball multiple times in route to home plate. If the Roller one-hops (only one bounce) the ball across home plate or throws the ball in the air and hits home plate without the ball bouncing or rolling that roll is considered a Ball regardless if it is less than 6 inches or not.

10.Un-kicked balls will result in either a Ball or a Strike call by the referee.

11.Any roll which results in the ball being outside the strike zone is considered a Ball. Rolls which hit one of the strike zone cones are considered a Ball.

12.Any roll which is more than 6 inches off the ground when it crosses the plate is considered a Ball.

13.All other rolls are considered Strikes (i.e. the ball rolls within the strike zone cones and is below 6 inches).

14.Each kicker is allowed THREE (3) Strikes. A kicker is called Out on the FOURTH (4th) Strike.

15.Foul balls ARE CONSIDERED STRIKES. Any ball which is kicked and lands outside of the foul lines is considered a foul ball.

16.A "double-kick" or the ball bouncing up and hitting the kicker after a kick is considered a foul (and therefore a Strike).

17.A ball that is kicked and hits a 'back-stop', trees, wires or anything extraneous to the playing area before an opposing player touches the ball is considered a foul ball (and therefore a strike), and is a dead ball after the contact occurs.

18.A foul ball DOES COUNT as a FOURTH strike!!

19.Each roller is allowed THREE (3) Balls per kicker. Upon a FOURTH Ball to the respective kicker, the kicker is Walked and is awarded first base.

20.Walking Rule: If a player (male or female) is Walked at any time and a female kicker is next at-bat in the lineup, the Walked player automatically Walks to 2nd base. If there are 2 Outs, the female kicker next at-bat has the option of also Walking to 1st base or kicking.

21.The Roller and fielders (other than the catcher) must be IN-LINE or BEHIND an imaginary line between 1st and 3rd bases (crosses over the Roller's mound) until the ball is rolled. Once the ball is rolled, only the Roller can advance past the imaginary line towards home plate. No other fielders other than the Roller and Catcher can cross the imaginary line until the ball is kicked. If a fielder comes across that imaginary line before the ball is kicked and fields the ball, the kicker is automatically safe at 1st base.

22.The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the kicker's "planting foot" (non-kicking foot) is in front of home plate when they kick the ball then the kick is considered a FOUL ball. Therefore if the kicker kicks the ball in the air and it is caught then the kicker is OUT similar to a foul ball, else the call is a strike against the kicker.

23.The kicker may kick the ball behind home plate and if the ball travels into fair territory before passing 1st or 3rd base then it is a FAIR ball (even if it hits or is outside the strike zone cones).

24.When a kick is made into fair territory, the kicker runs toward first base.

25.If the ball never hits the ground once kicked and is caught by a fielder, the kicker is out regardless of whether the ball is in fair or foul territory.

26.The kicker is also out if the ball is controlled by a player touching first base prior to the kicker reaching first base.

27.Forced outs can be made by the defense if a fielder has control of the ball and touches a base that a runner must run to (and cannot run back to the prior base since another runner is behind them) before the runner reaches the base.

28.Runners are NOT allowed to lead-off from a base or steal a base. Runners CANNOT leave their base until the ball is kicked. If the runner leads-off or runs prior to the kick, the runner is automatically out.

29.Any runner not on a base can be hit with the kickball by a fielder. If the runner is hit while not on a base, the runner is out unless the runner is hit in the neck or head. The runner is not out if hit in the neck or head. Also, runners are allowed to over-run first base, but must not show intention to round first and head to second base. If the runner shows intention to head to second (determination is at the discretion of the referee) and is hit by the kickball below the neck then the runner is out. No other bases can be over-run.

30.Any runner not touching a base that is hit by a ball which was kicked by one of their teammates is considered out regardless of where the ball hits them.

31.Runs are scored when runners cross home plate. Runner must cross and touch each base on the way to home plate. If the runner crosses home plate during the 3rd out in the field and the 3rd out was a force out, then the run does not count.

32.If a fielder impedes a runner from reaching a base (i.e. "blocking the base or baseline", etc), the runner will be considered safe at the intended base.

33.If a runner impedes a fielder from fielding a ball (i.e. bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball), the runner is out.

34.If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base. If the ball beats a runner to the base they were on before they "tag-up", the runner is out.

35.In-Field Fly Rule: GO Kickball does NOT use the In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. But, a player may NOT intentionally drop a catch-able ball in an attempt to complete a double-play. If a player intentionally drops a ball as determined by the referee, then all players are safe at their next base including the kicker running to 1st base. If the Referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.

36.Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base (including the neck or head), they are out.

37.Runners can advance on a caught ball as long as the runner has tagged their original base after the ball was originally touched by any fielder. One fielder can tip and then catch later or tip to another player, but the runner can tag up when less than 2 outs once the first contact happens between fielder and ball.

38.When runners advance from one base to the next, they must stay in the imaginary "baseline" which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the baseline to elude a ball thrown at them they are out. If the runner runs outside the baseline to elude a fielder blocking the baseline, then they are still "live" and continue running to the next base.

39.Pinch Runners: Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the opponent team selects a player on the requesting team to sub as the pinch runner. The pinch runner must be a male replacing a male or female replacing a female. The requesting player is still part of the game and MUST continue to kick and field if they are one of only 4 females and/or one of only 8 players on the team to maintain an official game.

40. After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until the ball is controlled by the roller on the roller's mound or the ball is ruled "out of play" by the referee.

41. The catcher must play behind the line formed by the two strike-zone cones until after a kicked ball passes the cones. If the catcher opts to play near the cone line, then they must stand at least 2 feet outside of either strike-zone cone, and may not block the kicker's attempt to kick the ball in any way.

42. CATCHER INTERFERENCE: If a catcher plays near the cone line and moves within 2 feet of the strike-zone cones AND/OR interferes with the kicker's ability to kick the ball in any way, as determined by the referee, then the kicker will be awarded a Walk.

43. If 11 players are present in the field, one player must play the catcher position. If a team has 10 or less fielders, then they can all play in the field and forego a catcher.

44. If the ball is thrown or kicked by the defense out of the field of play, each base runner is granted one additional base. If any player on the offensive side knocks the ball away from the defense on purpose, the runner will be out and no one is allowed to advance further on the bases. The referee determines when the ball is considered out of play.

45. If someone fouls out, the play is considered dead as soon as the foul out occurs, and no runners can advance. Therefore, if someone catches a foul ball in the air, which was the 4th strike, the runner(s) cannot advance.

46. Referees are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields, and the referees call is the final decision in all matters.

NOTE: Rules are subject to change AT ANY TIME at the discretion of the City of Chula Vista Recreation Department

Good Neighbor Policy

Teams playing in City of Chula Vista sports leagues will:

Respect the neighboring residents

Drive carefully entering and exiting the park

Dispose of all trash and recyclables in appropriate containers

Not loiter or tailgate in the parking lot

Vacate the park by 10:15pm

Not play loud music from vehicles

Not use obscene language

Not hang any signs without prior written approval

We must make every effort to be respectful of the residents in the surrounding neighborhoods.

PLEASE DO YOUR PART!!!!



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